

## More on Lambda Calculus

## Reduction strategies

- **Normal-order** reduction: choose the left-most, **outer-most** redex first

$(\lambda u. \lambda v. v) ((\lambda x. x x)(\lambda x. x x))$  *Normal-order reduction will find normal form if exists*  
 $\rightarrow \lambda v. v$

- **Applicative-order** reduction: choose the left-most, **inner-most** redex first

$(\lambda u. \lambda v. v) ((\lambda x. x x)(\lambda x. x x))$   
 $\rightarrow (\lambda u. \lambda v. v) ((\lambda x. x x)(\lambda x. x x))$   
 $\rightarrow \dots$

## Non-terminating reduction

## Reduction strategies – examples

$(\lambda x. x x) (\lambda x. x x)$   
 $\rightarrow (\lambda x. x x) (\lambda x. x x)$   
 $\rightarrow \dots$

$(\lambda x. f (x x)) (\lambda x. f (x x))$   
 $\rightarrow f ((\lambda x. f (x x)) (\lambda x. f (x x)))$   
 $\rightarrow \dots$

$(\lambda x. x x y) (\lambda x. x x y)$   
 $\rightarrow (\lambda x. x x y) (\lambda x. x x y) y$   
 $\rightarrow \dots$

<i>Normal-order</i>	<i>Applicative-order</i>
$(\lambda x. x x) ((\lambda y. y) (\lambda z. z))$	$(\lambda x. x x) ((\lambda y. y) (\lambda z. z))$
$\rightarrow ((\lambda y. y) (\lambda z. z)) ((\lambda y. y) (\lambda z. z))$	$\rightarrow (\lambda x. x x) (\lambda z. z)$
$\rightarrow (\lambda z. z) ((\lambda y. y) (\lambda z. z))$	$\rightarrow (\lambda z. z) (\lambda z. z)$
$\rightarrow (\lambda y. y) (\lambda z. z)$	$\rightarrow \lambda z. z$
$\rightarrow \lambda z. z$	

## Term may have both terminating and non-terminating reduction sequences

## Reduction strategies – examples

$(\lambda u. \lambda v. v) ((\lambda x. x x)(\lambda x. x x))$   
 $\rightarrow \lambda v. v$

Applicative-order may **not** be as efficient as normal-order when the argument is not used.

$(\lambda u. \lambda v. v) ((\lambda x. x x)(\lambda x. x x))$   
 $\rightarrow (\lambda u. \lambda v. v) ((\lambda x. x x)(\lambda x. x x))$   
 $\rightarrow \dots$

<i>Normal-order</i>	<i>Applicative-order</i>
$(\lambda x. p) ((\lambda y. y) (\lambda z. z))$	$(\lambda x. p) ((\lambda y. y) (\lambda z. z))$
$\rightarrow p$	$\rightarrow (\lambda x. p) (\lambda z. z)$
	$\rightarrow p$

## Reduction strategies

- Similar to (**but subtly different from**) *evaluation strategies* in language theories
  - **Call-by-name** (like normal-order)
    - ALGOL 60
  - **Call-by-need** (“memorized version” of call-by-name)
    - Haskell, R, ...
  - **Call-by-value** (like applicative-order)
    - C, ...
  - ...

arguments are not evaluated, but directly substituted into function body

called “lazy evaluation”

called “eager evaluation”

## Programming in $\lambda$ -calculus

- Encoding Boolean values and operators

– True  $\equiv \lambda x. \lambda y. x$

– False  $\equiv \lambda x. \lambda y. y$

– not  $\equiv \lambda b. b \text{ False True}$

not True  
→ True False True  
→ False

not False  
→ False False True  
→ True

## Main points till now

- Syntax: notation for defining functions
  - “Pure”: without adding any additional syntax  
(Terms)  $M, N ::= x \mid \lambda x. M \mid M N$
- Semantics (reduction rules)
  - $(\lambda x. M) N \rightarrow [N/x]M \quad (\beta)$
- Next: programming in “pure”  $\lambda$ -calculus
  - Encoding **data** and **operators**

## Programming in $\lambda$ -calculus

- Encoding Boolean values and operators

– True  $\equiv \lambda x. \lambda y. x$

– False  $\equiv \lambda x. \lambda y. y$

– not  $\equiv \lambda b. b \text{ False True}$

– and  $\equiv \lambda b. \lambda b'. b b' \text{ False}$

and True b  
→\* True b False  
→ b

and False b  
→\* False b False  
→ False

## Programming in $\lambda$ -calculus

- Encoding Boolean values and operators
  - True  $\equiv \lambda x. \lambda y. x$
  - False  $\equiv \lambda x. \lambda y. y$

## Programming in $\lambda$ -calculus

- Encoding Boolean values and operators

– True  $\equiv \lambda x. \lambda y. x$

– False  $\equiv \lambda x. \lambda y. y$

– not  $\equiv \lambda b. b \text{ False True}$

– and  $\equiv \lambda b. \lambda b'. b b' \text{ False}$

– or  $\equiv \lambda b. \lambda b'. b \text{ True } b'$

or True b  
→\* True True b  
→ True

or False b  
→\* False True b  
→ b

## Programming in $\lambda$ -calculus

- Encoding Boolean values and operators

- True  $\equiv \lambda x. \lambda y. x$
- False  $\equiv \lambda x. \lambda y. y$
- not  $\equiv \lambda b. b \text{ False True}$
- and  $\equiv \lambda b. \lambda b'. b b' \text{ False}$
- or  $\equiv \lambda b. \lambda b'. b \text{ True } b'$
- if b then M else N  $\equiv b M N$

*Not unique encoding*

## Programming in $\lambda$ -calculus

- Church numerals

- 0  $\equiv \lambda f. \lambda x. x$  *(the same as False!)*
- 1  $\equiv \lambda f. \lambda x. f x$
- 2  $\equiv \lambda f. \lambda x. f (f x)$
- n  $\equiv \lambda f. \lambda x. f^n x$
- succ  $\equiv \lambda n. \lambda f. \lambda x. f (n f x)$

$\text{succ } \underline{n}$   
 $\rightarrow \lambda f. \lambda x. f (\underline{n} f x)$   
 $= \lambda f. \lambda x. f ((\lambda f. \lambda x. f^n x) f x)$   
 $\rightarrow \lambda f. \lambda x. f (f^n x)$   
 $= \lambda f. \lambda x. f^{n+1} x$   
 $= \underline{n+1}$

## Programming in $\lambda$ -calculus

- Encoding Boolean values and operators

- True  $\equiv \lambda x. \lambda y. x$
- False  $\equiv \lambda x. \lambda y. y$
- not  $\equiv \lambda b. b \text{ False True}$
- and  $\equiv \lambda b. \lambda b'. b b' \text{ False}$
- or  $\equiv \lambda b. \lambda b'. b \text{ True } b'$
- if b then M else N  $\equiv b M N$
- not'  $\equiv \lambda b. \lambda x. \lambda y. b y x$

$\text{not' True}$   
 $\rightarrow \lambda x. \lambda y. \text{True } y x$   
 $\rightarrow \lambda x. \lambda y. y = \text{False}$   
  
 $\text{not' False}$   
 $\rightarrow \lambda x. \lambda y. \text{False } y x$   
 $\rightarrow \lambda x. \lambda y. x = \text{True}$

## Programming in $\lambda$ -calculus

- Church numerals

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- 1  $\equiv \lambda f. \lambda x. f x$
- 2  $\equiv \lambda f. \lambda x. f (f x)$
- n  $\equiv \lambda f. \lambda x. f^n x$
- succ  $\equiv \lambda n. \lambda f. \lambda x. f (n f x)$
- succ'  $\equiv \lambda n. \lambda f. \lambda x. n f (f x)$

## Programming in $\lambda$ -calculus

- Church numerals

- 0  $\equiv \lambda f. \lambda x. x$  *(the same as False!)*
- 1  $\equiv \lambda f. \lambda x. f x$
- 2  $\equiv \lambda f. \lambda x. f (f x)$
- n  $\equiv \lambda f. \lambda x. f^n x$

## Programming in $\lambda$ -calculus

- Church numerals

- 0  $\equiv \lambda f. \lambda x. x$
- 1  $\equiv \lambda f. \lambda x. f x$
- 2  $\equiv \lambda f. \lambda x. f (f x)$
- n  $\equiv \lambda f. \lambda x. f^n x$
- succ  $\equiv \lambda n. \lambda f. \lambda x. f (n f x)$
- iszero  $\equiv \lambda n. \lambda x. \lambda y. n (\lambda z. y) x$

$\text{iszero } \underline{0}$   
 $\rightarrow \lambda x. \lambda y. \underline{0} (\lambda z. y) x$   
 $= \lambda x. \lambda y. (\lambda f. \lambda x. x) (\lambda z. y) x$   
 $\rightarrow \lambda x. \lambda y. (\lambda x. x) x$   
 $\rightarrow \lambda x. \lambda y. x = \text{True}$   
  
 $\text{iszero } \underline{1}$   
 $\rightarrow \lambda x. \lambda y. \underline{1} (\lambda z. y) x$   
 $= \lambda x. \lambda y. (\lambda f. \lambda x. f x) (\lambda z. y) x$   
 $\rightarrow \lambda x. \lambda y. (\lambda x. (\lambda z. y) x) x$   
 $\rightarrow \lambda x. \lambda y. ((\lambda z. y) x)$   
 $\rightarrow \lambda x. \lambda y. y = \text{False}$   
  
 $\text{iszero (succ } \underline{n}) \rightarrow \text{* False}$

## Programming in $\lambda$ -calculus

- Church numerals

- $\underline{0} \equiv \lambda f. \lambda x. x$

- $\underline{1} \equiv \lambda f. \lambda x. f x$

- $\underline{2} \equiv \lambda f. \lambda x. f (f x)$

- $\underline{n} \equiv \lambda f. \lambda x. f^n x$

- $\text{succ} \equiv \lambda n. \lambda f. \lambda x. f (n f x)$

- $\text{iszero} \equiv \lambda n. \lambda x. \lambda y. n (\lambda z. y) x$

- $\text{add} \equiv \lambda n. \lambda m. \lambda f. \lambda x. n f (m f x)$

- $\text{mult} \equiv \lambda n. \lambda m. \lambda f. n m f$

## Programming in $\lambda$ -calculus

- Booleans
- Natural numbers
- Pairs
- Lists
- Trees
- Recursive functions
- ...

*Read supplementary materials on course website*